

SBACE GAZETTE

Vol. 6, No. 4

Sep/Oct 1987

Monthly meetings of S.B.A.C.E. the Final Frontier for Atari users, are held on the second Tuesday of each month, at 7:30 PM. The meeting location is:

VFW Hall
1865 Lomita Blvd
Lomita, CA 90717

Monthly ST meetings are held on the last Monday of the month, at 8:00 PM. The meeting location is:

Lawndale Community Center
15331 Prairie Ave.
Lawndale CA.

SBACE OFFICERS:

Board members:

President	Eugene Bienko	534-3984
Vice President	Daniel Prince	465-2364
Recording Secretary ..	Orrin Walker	541-4111
Treasurer	Daniel Prince	465-2364
Librarian (8-bit)	Mike Andruschak	
Newsletter Editor	Bill Little	217-0725

all above telephone numbers are in the 213 area code

Appointed positions:

Corresponding Secretary	Dick Reaser	645-7063
Magazine Librarian	Daniel Prince	465-2364
ST VP/Librarian	Alan Haskell	542-7870
Asst. Newsletter Editor	Brian Eliassen	326-4757

all above telephone numbers are in the 213 area code.

The Editor's Keyboard

by Bill Little

Well all of this issue's articles are edited, printed out and laid out on the kitchen table just waiting for me to finish this editorial so everything can get pasted together and taken to the printer. In case you have not noticed by now the Jul/Aug edition of the Gazette was not published. There are a number of reasons for this including some personnel ones (the wake for my old RANA 1000 drive will be held at a later date). I hate having to skip an edition like that but we are back on track now and with support from my fellow club members we should be able to publish this newsletter on a regular basis. Speaking of support, I think everyone will be happy with the mix of articles that are in this edition. Thanks to everyone who contributed articles and I hope the articles will keep coming. I know that you have all heard this before and unfortunately you all will probably hear it again but articles are the life blood of this newsletter. If there is something that you have been thinking of writing or a program that you really like (or hate) you owe it to yourself and to the rest of the Atari community to pass the information on.

I would like to take this opportunity to welcome Brian Eliassen to the ranks of the SBACE officers. Particularly because he is the Assistant Newsletter Editor. This is a new appointed position formed at Brian's request. Let me be the first to say welcome aboard Brian and thanks for helping out (make that... THANK YOU BRIAN, Thank you, Thank you, Thank you!!!!). I would also like to thank Daniel Prince for loaning the club a modem compatible with the ST and also for making the club an null modem cable compatible with my ATR 8000 and the ST. I can now download ST files for the newsletter and transfer files back and forth between my 130XE and the clubs 1040ST. Thank you Daniel.

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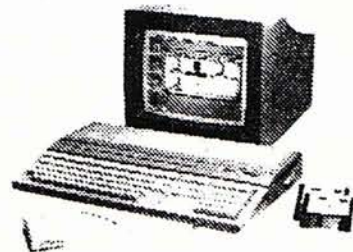
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Swap Meet

As voted on in the June meeting there will be a monthly swap meet held before the regular meeting starts (7:00-7:30 pm) and after, as time permits. A number of people had items for sale at the July meeting and hopefully even more of you will bring items to future meetings.

Member's Classified Ads

As a service to our club members I will place short classified ads in this newsletter to help them sell/trade/buy computer equipment and/or software. Contact me at (213)217-0725 to relay your ad. Of course this will be on a as-space-permits basis but that should not be much of a problem.

SBACE Gazette Past Issues

One of the items that I inherited with this job is a box full of extra copies of past issues of the SBACE Gazette. If you are looking to complete your collection now is the time. I will be bringing these extra copies to the next couple of regular meetings. After which I will only be keeping a few for the clubs records. The available issues are:

- Vol. 3 (1984) no. 4
- Vol. 4 (1985) nos. 2 thru 6
- Vol. 5 (1986) nos. 1, 2, 4 and 5 (there was no no. 6)
- Vol. 6 (1987) nos. 1 and 2

Article Submittal

I need to have articles in machine readable form so I can correct errors and fit them into the standard format. I will accept short letters to the Editor or classified ads in printed or neatly handwritten form. I prefer that you transmit articles to the SWAMPS BBS at 324-0218 in the format LITTLE.xxx (uploads are supposed to be working now. If you have trouble just yell for the SYSOP and he will enable a upload). I prefer receiving a call at 217-0725 to let me know an article has been uploaded but this is not absolutely necessary. You can also give me (at the meetings or call me to make other arrangements) or mail me an 8-bit or 16-bit disk or send articles directly over the modem to me at my number above (call voice first). I still can only handle 300 bps but thanks to Daniel Prince I can receive on either computer now.

Treasurers Report

by Daniel Prince

Atari Faire

Save two dollars on admission to the second annual Atari Faire by buying a \$3.00 advance ticket. Admission is \$5.00 at the door and the club makes \$1.00 for each ticket sold. I will be selling tickets at the September meeting and by mail.

The Faire will be Saturday, September 19 from 10:00 Am to 6:00 PM and Sunday the 20th, 10 to 5. The location is the same as last year, the Glendale Civic Auditorium, 1401 N. Verdugo Road. Take the Harbor Freeway to the Pasadena to the Golden State to the Glendale and get off on Mountain St going west (left), turn right on Verdugo and you are there. There is plenty of parking near the Auditorium, most of it is south of the building. The closest lot has low-cost meters and the next is free.

There will be many vendors with things for the ST and one, Best Electronics, that is reputed to have everything for the 8-bits. We expect to have 60 companies this time (there were 38 last time). There will be conferences on hard-disks and graphics.

We need volunteers for the faire who are willing to work for a full day (at least 5-6 hours). Volunteers will get free admission and be eligible for all prize drawings, they should be over 18 but we can use a few teenagers as gofers and parking lot attendants. If you want to help, call me at 213-465-2364 or Kitts Anderson of Hacks at 818-848-7336.

Checking Account

As of today, August 18, 1987 we have a balance of exactly \$1,246.40. The account even balances to the penny.

Hardware

I have prepared an accounting of all the hardware the club owns, when it was purchased, what it cost, and what we use it for.

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***** KEEP SUBMITTING ARTICLES - SHARE *****

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PUR. DATE	ITEM	COST	USE
10/07/83	800	\$128.00	used at VFW for meeting demos.
08/11/84	19" TV	\$287.51	used at VFW for meeting demos.
12/17/84	P.A. system	\$149.05	used at meetings for ST sound.
06/05/85	1050 drive	\$181.02	8-bit library, Software Center.
11/15/86	1050 drive	\$148.04	8-bit library, Software Center.
11/29/86	1040 color	\$899.93	used by Gazette editor and at general & ST meetings for demos.
08/11/87	Basic cart donated by Alan Haskel		for meeting demos.
08/12/87	Modem cables	\$11.84	used by Gazette editor.

The Story of Electronic Arts!

Editorial by: Brian Eliassen

In the beginning, there was this individual from a semi-new Apple corporation. His name was Tripp Hawkins. He decided to leave Apple and start his own company. Since he developed for almost all the microcomputers, this was good in that this made for more software available to the Atari users. But, as always, good things come to an end (how fatalistic). EA, (Electronic Arts), did distribute some of the best software for the Atari computers. Notice that I said 'did'. Then famine hit the computer industry and we all wondered if Atari would survive. Atari DID survive this 'industry crash'. Atari released its ST and Commodore released its Amiga. Well, Hawkins decided to go with the Amiga thinking it would be the "...computer of the future". Well, this was a good idea EXCEPT that he completely ignored the Atari community. This was, in my opinion, a BAD business decision! Well, now it seems that the Atari has out sold the Amiga 10 to 1 world-wide, and Hawkins decided to start releasing Atari software again after realizing his major mistake. The Atari community will not forget this and I know several people who will not buy products from EA. Also, I would hope that (if/the next time) you buy an Electronics Arts product, you remember what they did and what happened. Want an example of releasing an inferior product? Racing Destruction Set is it!

Software distributors rise and fall and Tripp Hawkins is just lucky that with his bad decisions, Electronic Arts is still around. May Electronic Arts rot in the hole created by the Amiga!

What's GNU

by
Dick Reaser

(August 1987)



Cameras & Computers, I.S. Newton (HiSUG-May 87). How to take pictures of your TV screen

DMA Port Explored, Mark Kimball (PSAN-April 87). How to use it on the ST.

H Command, Paul Smith (NTACT-May 87). Some inside information on the workings of the Happy Drive Enhancement.

Keypad Hardwired, Moe (Mile Hi-May 87). Wire it in to eliminate the handler.

The Refrigerator, Thom Lawless (PSAN-April 87). A software "Freezer" using GINTLK for coldstarts.

Artificial Intelligence in the Real World, Donald Forbes (JACG-May 87).

MYDOS user's Tip, Robert Warren (WAND-May 87). Read DOS 2.5 extended density sectors with POKE 4102,234 & POKE 4103,234.

8-Bit Monitor Pinout, Unknown (SPACE Probes-Jun 87).

Automatic Sentence Writer, Charles P. Lichtenwainer (JACG-May 87). Artificial Intelligence program written in Kyan Pascal.

Speaking of Spreadsheets, Greg Thomas (ACES-May 87). General introductory informaton.

Reading Analog Data with an ST, Richard Leinecker (LAACE-July 87). A "Do It Yourself" hardware project.

Genesis, Frank Nagle (BAAUG-July 87). Humorous computer oriented take off of the first book of the Bible.

Light Pen Anyone?, Thomas Lawless (PSAN-July 87). A "Do It Yourself" hardware project.

Surge Protector for Telephone Line, Chemical Kidd (PSAN-July 87). A "Do It Yourself" hardware project.

Whole Disk Contents, Ian Finlayson (Page 6-July 87). Clever routine to put in programs to show double column, screen at a time Directory calls.

Meeting Minutes

by Bill Little

The regular SBACE meeting was held on 9 June 1987 with approximately 29 people in attendance.

The club officers reported as follows:

Librarian Mike Andruschak is working to put most of the club library on his hard disk drive. Plans are to eventually have this available to club members for downloading from the SWAMPS BBS. (This is not on line yet because Mike has been rather busy working with a new addition to his family. Congratulations to the Andruschaks for their new daughter, Amanda Marie.)

16-bit librarian Alan Haskell reported 35 disks in the 16-bit library with 2 more disks yet to be entered.

Newsletter editor Bill Little distributed the May/June Gazette to the club members present after having several members help him with the folding and applying address labels. (Again, thanks to those that helped.)

Treasurer Daniel Prince had just received the treasurer books and was beginning to settle in to this new position.

A motion was presented and voted in by those members present to include a swap meet before each club meeting. This will allow everyone to recycle those computer items that they no longer want.

After the rumors and questions & answer phases of the meeting the following demonstrations were presented:

Mike Andruschak showed his 130XE computer and MIO interface running his BOMB hard disk drive. This was quite an impressive demo and we are all looking forward to when this drive will be on line.

Greg Black showed his master disk directory program, "Progindx" for the XE or XE compatible computers. This is a machine language program that Greg has been working on and modifying over the last couple years. Greg donated a scaled down version of this program to the 8-bit club library containing a catalog of the programs contained on approximately the first 200 of the club's library disks. Greg is selling copies of the complete program for a nominal \$5 fee.

Darin Harmon demonstrated the game "Ultimate Craps" that he saw advertised in the back of ANTIC magazine. Ultimate Craps is a one player game allowing you to practice your craps playing skills. The game supported all craps betting methods and Darin seemed quite pleased by its performance.

Eugene Bienko showed the game "Championship Loadrunner" which he has modified to allow screen editing like the original "Loadrunner" game allowed.

For the 16-bit computer Alan Haskell talked about the program "Quicktran". This program allows you to nearly double your modem's baud rate because it compresses the files you are sending as you are sending them and then decompresses them at the other end. The package comes with an extra 'buddy' disk since both the sender and the receiver must be running the Quicktran program.

by Orrin Walker

The July meeting of the South Bay Atari Computer Enthusiasts was held on Tuesday the 14th of July 1987 at the V.F.W. hall on Lomita Blvd in the city of Lomita. There were approximately 50 persons in attendance.

A Swap Meet session started off the evening and ran from about 7:00 P.M. until the beginning of the business meeting. This will be a regular event as approved by the membership at the June meeting. It will provide a means to re-cycle the ATARI equipment to interested parties. Additional time for barter will also be available after the regular meeting. **BRING YOUR GOODIES!!**

The meeting was called to order by Vice President Daniel Prince at 7:30 P.M. and the officers reported as follows:

Librarian Mike Andruschak was not at the meeting to report on the 8-bit Library. Recording Secretary Orrin Walker was not at the June meeting due to a well-earned vacation from retirement.

ST Vice President Alan Haskell reported 41 Public Domain Disks in the Library for the enjoyment of the ST Users.

Treasurer's report was postponed until August, but approximately \$1200.00 remains in the checking account and the disbursements about equal the income.

Gazette Editor Bill Little was unable to get out the Newsletter because of a lack of articles. **PLEASE SUBMIT ITEMS FOR THE BENEFIT OF THE ENTIRE ATARI COMMUNITY!!** Corresponding Secretary Dick Reasor discussed the flyer received from "Computalk" from Fort Worth, Texas, telling of a BBS and it's related charges for subscription and special rates for User Group Members.

The Rumors and Random Access portions of the meeting provided considerable interest and help.

There were no demonstrations of 8-bit programs. Greg Black donated a LISTING/SEARCH Program and Mark Price donated a new, up-graded version of SIDEPRINT and FRED, complete with source code to the Public Domain Library. The club appreciates these donations and encourages other programmers to share their efforts.

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Bill Gallagher demonstrated a sampling of three disks containing many games for the 16-bit machines. He subsequently gave these disks to the Public Domain Library. Harry Koons then showed the inter-active game of "BALANCE OF POWER", and he was followed by Bill Little showing "AIRBALL".

The meeting adjourned at 9:25 P.M. and Most members had disbanded by 9:55 P.M.

by Bill Little

The June 16-bit meeting was held on 29 June 1987 with approximately 17 people in attendance. ST Vice President Alan Haskell kicked off the meeting by showing the Antic catalog program "Cyberscape". This program was created with CAD 3D, Degas Elite and GIST, requires 1 megabyte of memory and was designed to show off the ST's sound and graphics capabilities.

Alan brought his own ST computer and hooked it up to the club's ST with a serial port to serial port null modem cable. This allowed special demonstrations of the programs "Quicktran" and "Flight Simulator". A brief description of Quicktran was mentioned in the above article. The null modem cable allows a baud rate of 9600, so needless to say Quicktran enabled a very fast file transfer rate. Using the null modem cable with Flight Simulator enables two people to fly on the screen at the same time. You see the other plane and what they are doing on each computer.

Bill Gallagher demonstrated the programs "Vegas Gambler" and "Vegas Craps" both by the company California Dreams. Both programs had exceptional graphics and played like the real thing. Vegas craps is of course a craps game simulation and Vegas gambler plays four games; a slot machine, blackjack, poker and roulette.

The July 16-bit meeting was held on 27 July 1987 with approximately 17 people in attendance. Alan Haskell mentioned to the group that this meeting location had been renewed with the city of Lawndale. He also mentioned that the 16-bit library now contains 41 disks.

Alan demonstrated the PC emulator program, "PC Ditto". This program enables the ST computer to run most IBM software and even comes with a list of 300 programs that are certified to run. The IBM programs seemed to run slower on the ST then they would run on a IBM, especially if there was alot of screen updating to be done. But it was running and with no hardware modifications required!!

Orrin Walker demonstrated his magazine finder program written in GFA Basic. Orrin said it uses a search routine that he and downloaded from Genie.

Bill Little demonstrated the game "Airball" where you have to guide a rather easily punctured 'beach' ball through a maze of every nasty sharp pointed object you can think of in order to find the spell book to turn yourself back into a human. Of course they did not want to make the game easy so they livened it up by giving the ball a slow leak forcing you to find an occasional air pump. This is a game that even my wife enjoys and has provided hours of fun.

Mike Murphy showed the game, "Barbarian". This one player game follows the time tested format of 'Kill-or-be-Killed' but does it with exceptional graphics and playability. (I would like to point out that Mike just joined the club at this meeting and he has already demonstrated a program. I just wanted to say welcome to the club Mike, keep up the good work and I hope others can learn from your example!!! - editor.)

Wrapping up the comical portion of the evenings entertainment Alan showed the game, "Land of the Lounge Lizards". Your quest is to guide 'Larry Laffer' (aka. Leisure Suit Larry) thru the town of 'Lost Wages' and try to get him a date. This is of course no easy task because you must overcome his nerdish ways. Game play was a little slow because every screen must be loaded as you go from one location to another. Still, everyone present had a great time watching the predicaments Larry got himself into.

*****BRING DEMOS TO THE MEETINGS-SHARE*****

Let's sing a song of wailing
All 8 byters sing with me
Sixteen bits will be the chips
Writing future's history.

Fred and Me
A 48K Friendship (part 2)

by D.B.

D.B.: Well, Fred, (I said to my old 800) we got that checkbook in shape finally. I just wish you wouldn't be so negative at times.

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Fred: What am I supposed to do, deposit some in the bank for you.

D.B.: Well, I don't know if you could do that but you can pay the bills for me if you want to.

Fred: No way D.B., I get enough blame as it is. I can just imagine what would happen if I tried to pay a bill and you forgot to deposit your paycheck.

D.B.: O.k., o.k, forget it. Do you want to talk to some bulletin boards for a while?

Fred: No, I don't, I've talked so much on the phone that my modem line needs a bandage on it. Not only that, the modem has been calling me names like, "teenage girl". That hurts, you know.

D.B.: O.k. Fred, how about playing some music?

Fred: What's music?

D.B.: That's sounds put together in harmony. Pleasant to listen to sometimes.

Fred: I can't play music. How do you expect me to do that and keep track of everything else going on. The OS is enough to drive me nuts. Have to check it constantly, you know. Is this happening or is that happening and a thousand other things. Then you went and hooked all those disk drives to me. Good grief! Didn't I have enough to do? Now you want to play music. How am I going to do that?

D.B.: Fred, have you ever heard of POKEY.

Fred: Sure, it's what you are when you are writing a program.

D.B.: Fred, you're getting too big for your britches.

Fred: I don't know about that. I'm only 48K you know.

D.B.: Yes, I know. Look and see if you can find POKEY.

Fred: O.k., I'll look. Be back in a jiffie.

(I started to read some more on assembly language while I waited.)

Fred: I'm READY.

D.B.: Well, did you find it?

Fred: I think so. The hinges on the door look a little rusty but maybe we can force it open.

D.B.: Let's try it. (I typed in a short program from one of the many books lining the shelf above Fred's resting place.) O.k. Fred, get ready, here it comes.

Fred: Wait a minute. What's all this SOUND stuff. I don't know anything about that!

D.B.: Well, the book says you're supposed to so let's try it.

Fred: O.k., Let her rip.

D.B.: (I typed RUN and waited. Such a terrible sound emanated from Fred that I almost turned him off.) Can't you do better than that?

Fred: Hold on, I haven't got to the sounds yet, that 'music' was me trying to get the door open on the POKEY chip. Finally got it. Try it again.

D.B.: O.k. Here goes. (Once again I typed RUN and sat back. Fred played the notes and returned.) Hey Fred, how's that?

Fred: It sounds like a sick cat. Please don't do that again. People will think you are beating me with a stick or something.

D.B.: O.k., I'll see if I can find something a little more melodious and we will try again sometime. Keep the door to POKEY ready.

Fred: I'm sorry I found it, but I'll do it for you.

D.B.: Thanks Fred, I'll talk to you later.

(As I walked out of the room I heard Fred murmur, talk all you want, just don't sing to me anymore.)

(To be continued...)

SUPER DIRECTORY by Mark Feldman
Distributed by MICHTRON Inc.
Reviewed by Orrin Walker

SUPERDIRECTORY is a powerful, but easy-to-use, disk cataloging program. The use of the GEM Operating System makes it second nature for the first-time user and it provides the means to keep track of all your disks and their contents as listed in the Disk Directory.

The non-protected disk utilizes 69Kbytes, leaving adequate room for almost 10,000 records. (Take into consideration that all entries of the directory are catalogued). A caution warning appears if the user is near end of memory. The program will work equally well with one or two disk drives.

The method of starting a library file is extremely simple. After loading the program into memory a command panel appears on the right side of the screen. For a new file you click on the "ADD" option. An Alert box appears and asks for a disk number. The author suggests a three digit numerical sequence (such as 001,002, etc.). The reading of the directory and the processing of the information takes one to two seconds per disk and each new Alert box provides you with the remaining record capability of the file. Once all the disks have been read it is necessary to click on the "CANCEL" square in the Alert box and that will return you to the command panel. The display has changed though, for now, all files are shown on the screen in numerically ascending order. By clicking on any entry, an editing screen appears and it is possible to change the pertinent data for each record (such as Remarks, Category, Filename, Pathname, etc.). This data is used in the search routines and is extremely powerful and fast! Once the user has edited the record file to suit the individual taste, it is only necessary to "SAVE" the record to disk by clicking on the correct box in the command panel. There is also an option wherein the user may save an abbreviated record, by "SAVE"-ing while in the "FIND" mode. A warning appears on the screen to let you know that the file to be SAVED will be a shortened version. (I used this particular option to catalog my disk library by Title and Type). Finally there is a "PRINT" capability which permits hard-copy of the records and in that option there is a formatting command which allows you to select the style or sort of the printed page. It will print one, two or three columns, and make the sorted copy by any of the fields available.

In summary, *SUPERDIRECTORY* is a neat and efficient cataloging program which can be used with very little effort or confusion. The documentation is a little vague in some respects (a few examples would have helped!), but it is adequate for learning the system.

Racing Destruction Set by Electronic Arts

Reviewed by: Brian Eliassen

[Yes, I know this game has been out for awhile now but if you don't like seeing the same 'old' stuff, you could write an article for the newsletter. I am sure that Bill wouldn't mind.]

Well, as usual, Electronic Arts, (henceforth known as EA), has lived up to their current idea that the Atari 8-bit line is not worth the time to develop decent software. After seeing the Commodore version of this game, I came to the conclusion that after the port-over, EA never took the time to 'fix' it. They made it just 'work' but never improved upon it taking into account the increased processor speed and graphics of the Atari. They must have wanted to just ship it out to the consumer as soon as possible. The graphics should be better than the Commodore version due to the Atari's better graphics routines. If you own a Commodore, I recommend this game because, for the Commodore, I find it one of the best games for that machine. As for any Atari users, the graphics are a joke. They use double sized Player Missile graphics in some sections that need single. Also can you believe it, COURSE scrolling for the movement. I also noticed a problem of the game putting a car in a position to cause it to get stuck. I mean REALLY stuck. There are several locations that, when you get in them, it makes you look like you are rocking in a swing. Really upsetting since there is no way to get out. But there are some good things about this program. You are able to change the gravity level so you are able to get some really good jumps. But, while in MOON gravity, the lowest gravity level, the computer seems to think that vehicles would have a problem going up an incline! So, if you are deciding whether or not to purchase this game, I recommend against it, unless, of course, you have a Commodore.

If I were to rate this program on a scale of 1 to 10, Racing Destruction Set would get a 1!

Dry Well

by D.B.

He was an eight bit hacker
 And he knew it all by heart,
 He never met a program
 That he couldn't take apart.

They could lock it, they could hide it,
 It mattered not a whit;
 It might take a little effort
 But he destroyed it bit by bit.

Oh, he never had a lesson,
 So who's to say he was to blame,
 Yet his knowledge was ferocious
 And his attitude the same.

We could write our code in Basic
 In source code or in C...
 He just chuckled while he cracked it
 And he cracked them one, two, three.

But it seems he has a problem
 And his hobby's off the track,
 For he stole so many programs
 That there's no more code to crack.

Don't you think it's kind of funny
 Though he found the mother lode,
 He expended all that effort
 Yet he never wrote the code?

Not one program did he publish
 Though he knew it every bit;
 Wanted just to keep on hacking
 So we all could benefit.

He hated 'freeware' with a passion
 And his manner would get gruff
 When he saw they wrote a program
 And didn't try to hide the stuff.

Well, I don't know just how you see it
 But here's the way it seems to me,
 I'm sure that all you programmers
 Who've labored hard, agree.

That this guy was really selfish
 As he robbed our daily bread
 I wonder if he's sorry that
 His golden goose is dead!

Ultima IV
by Origin Systems

Reviewed by Brian Eliassen

I think I will first explain how someone as 'poor' as myself was able to get this 'expensive' (\$50) game. It is also good for general knowledge since the next Atari Faire is coming up soon so everyone can get these 'deals'. To make a short story long, after the first Atari Faire was over, during the clean up phase, there were a lot of retailers packing up all their products for the trip back home. Standing there, watching them pack all this up, I approached a group of them and started to hit them with some logic. "Why cart all that stuff all the way back to your store when I will buy some of it for a little over your cost?" Well, it must have worked because they asked me what I would like. I said Ultima IV. It had a price on it of \$45.95. They looked at it, paused, and said \$35. That was it! I gave them \$35 and walked. I got the game home and was, to say the least, a little bit blown away by the documentation. Having owned Ultimas II and III before, this looked like a major undertaking! It will take someone about 100+ hours to complete. This makes it a great value since it will keep you interested for a long time. It has definite lasting power. The game comes with a cloth map of Sosaria (the world in which Ultima IV is played), 2 books (1 for general playing and descriptions of various routines for play and 1 for spells), a quick reference card with all the commands, 2 diskettes (double sided), and a metal ankh. Quite a collection of goodies. The thing I would recommend when you first get going is to tack the map down and use pins to remember where important locations are. Secondly, a pad of paper and a pencil is a necessity! There are 26 different spells, 10 known weapons, 4 known armour types, 6 types of terrain, 8 different character classes, and 33 different nasties! During the battle sequence, you will be at the bottom of the display area with the number of members in your party. At the top of the screen will be up to 8 of any mixture of enemies to confront you. Trying to explain how to play this game is like trying to explain how to play chess with only 5 sentences! If you like the role playing, adventure type games that last a while, (a long while) then this is for you. I have seen the current price at \$40 mail order. You definitely won't be bored with this. Oh, I forgot to mention the towns, castles, dungeons, villages, pirates, moons, talking (yes talking) to characters in the game, whirlpools, water spouts, sextants, stones, altar rooms, "The Bloody Plains", etc. I think you get the general idea.

On a scale of 1 to 10, Ultima IV gets a 10+!

I recieved this in March 1986 in a terrible condition. It has been given some more 'facts', 'topics', and has been re-edited. It is quite a funny little text file that some of the area Atari people wrote. Enjoy...

New Product Denouncements!

Commodore Business Machines today announced a new peripheral product for the Omega computer. The Omega 3000 expansion subsystem is a complete unit that allows Omega users to run a wide variety of IBM 370 mainframe software by performing IBM 3090 emulation. The compact 24"x 6"x 6" unit contains 128MB RAM memory, the processor complex, the 3092 Processor Controller, two 3370 800MB system hard disk units, and two 3097 Power & Coolant supply units. The 3000 subsystem permits connection of the following IBM peripherals (or compatible equivalents): ninety 3278 Display Terminals, sixteen 3430 Tape Drive units, twelve 3380 2520MB Hard Disk Drives, six 3880 Disk Drive Controllers, three 4245 200LPM printers and a partridge in a pear tree. The 3000 will run IBM system software including MVS/XA, VM/XA, JES2, JES3, UNIX, IMS DB/DC, CICS, PL/I, APL, RPG, TSO, SPX, VTAM, VSAM, PCP, PDF, PBS, PDQ, LBJ, LSD and LS/MFT. It was also stated that there would be a new VAX 8800/PDP series emulation mode included with the 3000. It will run all of the popular operating systems as well as some others not even heard of yet. It handles VMS, RSX, RSDS, ABC, NBC, CBS, FOX, and RSX11M+. The subsystem connects to the Omega CPU module through the expansion bus and includes software which turns the Omega CPU, monitor and keyboard into an intelligent system console. Commodore Omega spokesman Rick Geigerkounter claimed the 3000 subsystem was developed to allow the ultimate in expandability and power for the personal computer user and, "to enable Commodore to crush the competition in a single blow!". He indicated the unit should be ready in time for Christmas. Price was not announced but several industry analysts estimated that it would not exceed \$14,000,000.

In an unrelated announcement, Geigerkounter said that version 314.15927 of the Omega operating system known as PORKBUNCH should be released next week.

Electronic Warts, creators of the Pachinko Construction Set and the Muzak Construction Set, announced development of the Drywall Construction Set for the Commodore Omega computer. Flip Gawkins, president of Electronic Warts, said that the system was aimed at Omega owners who found their expanding computer system could no longer be contained in their present living or working space.

"The system supports windowing and also dooring!", Gawkins claimed. "With our optional foundation and roof-truss modules, it can support flooring and roofing. The Set will be particularly useful to purchasers of the Omega 3000 expansion unit who need some place to put it."

The basic Drywall Construction Set contains 50 4'x 8' gypsum wallboard panels, 1500 board-feet of 2x4s, 20 lb. of ring nails, 1500 feet of drywall tape, 10 lb. of spackling compound and a hammer. The package contains CAD/CAM software which allows purchasers to configure their new computer room to suit their needs. Gawkins said that the Drywall Construction Set would be shipping to Omega dealers within two weeks and, "...both of them will be carrying it. The system will also be available at finer lumberyards everywhere. I think this proves that we are behind the Omega 1000%!"

In a later story, Gawkins was quoted as saying that, "Due to the Atari STs success and massive sales, we will not be making software for it as that would go against our better business judgement. But since the Omega isnt selling, we will continue to support it.". Needless to say, this comment was not a surprise.

OMEGA.TXT
Version 2

By Brian Eliassen
Mike Andruschak
Warren Lorente
Philip Burgess
Scott Dayman

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10th FRAME

A Game Review by William F. Estes, STD10

For all ST Computers

10th FRAME calls itself a Pro Bowling Simulator. This is very close to the truth. As it is in real life, bowling is a game of fractions of an inch, so is 10th FRAME. Real bowling requires a tremendous amount of concentration, and so does 10th FRAME. There are many sport simulators in the market place today, and while many of them don't live up to the hype that has preceded them, 10th FRAME does. It takes all the concentration that one can muster to roll up a respectable score when you play 10th FRAME in the Pro mode. When you load the game you are greeted by sights and sounds that will remind you of being in a real bowling alley. After the title screen, you are given the choice of either open or league bowling. If you chose league bowling, enter the team name and the number of players (up to 4) on your team, their names and ability level (Kids, Amateur or Pro) and then the number of games (up to 3) that you wish to bowl.

If you chose open bowling, you select the number of players (up to 8), players names and ability levels, and the number of games to play (up to 5). The Kids level is no challenge except for the very youngest of children. The Amateur level is harder in the fact that you have to control the speed of the ball and the amount of hook you put on the ball. The Pro level is the hardest and you not only have to watch the amount of speed and hook you use but you have to aim your roll. This is the level you will want to be on if you enjoy real bowling and take the game at all seriously.

Some of the things that make 10th FRAME so much fun to play are the digitized sound that comes from your speaker when you roll the ball, hit the pins, to the applause that the audience gives you when you convert a spare or make a strike. Your view of what is going on is from the perspective of being behind your bowler and a bit above him. You can place the cursor on either your bowler or the spot that you mark on the lane. You will roll your ball. You use your mouse to control the amount of your aimspot and the bowler, and thus the speed of what you are doing as you bowl. By adjusting the factors along with the speed of the ball that you place on the ball all add up to making an engaging sport simulator that I have had to buy.

10th FRAME was written by ACCESS Software Inc. and was written for the ST version by Brent Erickson. This is ACCESS Software's better efforts. One of my pet peeves is that you cannot backup a piece of software to protect it from accidental damage. Access has again used their key system in which the original disc is not copy protected and you can make as many copies as you want, but you still need the key inserted into port #2 to play the game.

There are many more touches that make this a class game. The sound effects are great, the play is excellent, and my wife likes the way the bowler on the screen kicks his right foot up just like a real bowler when he rolls the ball. The graphics, while not the best that I have ever seen, are very acceptable and don't take anything away from the play of the game. The price is \$39.95 and worth every penny. I heartily recommend this for any person who enjoys either watching bowling or bowling for fun or league play. You will probably enjoy 10th FRAME as much as I do.

Puget Sound Atari News-July 1987

XM301 MODEM WARNING**An Electronic Time Bomb?****[Reprinted from the newsletter of the Atari Federation.]**

If you own an Atari XM301 modem, you may own an electronic "time bomb." After a rash of hardware failures last month, which included smoking a disk drive and two printer interfaces, I found the cause of my problem to be my XM301. The modem worked fine, but was killing off my system piece by piece.

The reason has to do with the 13 wires coming from the serial I/O plug, although only nine wires are actually used by the modem. The other four wires have about 1/8 inch of bare wire showing, and are just hanging around, unterminated, waiting to touch something they shouldn't. I have checked other XM301 modems and this condition existed in them, too.

Here is what to do IMMEDIATELY!

With the power OFF, remove the two screws from the back of the modem and lift off the plastic case. Inspect the wires where they enter the case. You will find four of the wires are not connected to anything. They will be cut off close to the outer sheathing of the cable. If these four wires show any bare metal, cut it off. Be careful not to let the cut off pieces fall into the modem board.

Next, tape each wire individually, so that it cannot possibly touch any other wires or part of the modem. Put the modem back in its case, replace the screws and you're done.

I've written to Atari regarding this problem, but haven't received a reply as yet.

Puget Sound Atari News-July 1987

MAGAZINE LIBRARY NEWS

by Daniel Prince

Now that I am no longer so busy with the big job of editing the Gazette I have finally gotten around to updating the magazine list. There are several new ST magazines included:

Analog -- # 7 to 53
Antic -- June '82 to June '87 *
Atari Explorer (Connection) -- Summer '83 to Apr/May '85
Byte -- Feb. '82 to Aug '87
Compute -- July '81, and Sep. '82, to July. '85 *
Computer Fun -- Apr. and May '84
Computer Gaming World -- Vol 2 #4 to Vol 3 #5 *
Computers & Electronics -- May '83 to Feb. '85 *
Creative Computing -- Jun. 82 to July '84 *
Family Computing -- Feb. and Mar. '84
Hi-Res Magazine -- Jan., Mar. and May/June '84
InfoWorld -- Volume 5, # 27 to Volume 7, # 8 *
Interface Age -- Dec. '82
Page 6 -- Issue 21 to 28 *
Personal Computing -- Oct. '82 to June '84 *
Popular Computing -- Dec. '81 to Oct. '84

Softside -- Oct. '81 to Mar. '84 *
ST Applications Mar '87 to July '87
ST Business Sept/Oct '86
ST Log (Analog) issue 10 to 12
ST World volume II NO. 3 & 4
Today the Videotext Computer Magazine -- 6/83 to 8/84

* Some issues are missing.

If you want to borrow one of these magazines, call me or send me a post card and I will bring that issue to the next SBACE meeting. I am going to try to bring some of the more recent issues to each meeting from now on.

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The material and opinions in this Gazette are those of the individual author and do not necessarily reflect the opinions of the South Bay Atari Computer Enthusiasts. The material in this Gazette may be copied by any other User group providing credit is given to the authors.

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